

LOST AND FOUND

Music by
CY COLEMAN

Lyrics by
DAVID ZIPPEL

Slow Swing (♩ = 80)

mf

Cmaj9 C6 Cmaj9 C6 Cmaj9 C6 Dm9 G13 Cmaj9 C6 Cmaj9 C6 Cmaj9 C6

Dm9 Em11 Ebm11 Dm9 G9+5 Cmaj9 A7 9 Dm7 G9+5

Lost and found, — lost and found.

C9 Am/C F#7/C C9 F#m7 3 F#m6 3 C6 9/E 3 Ab7/Eb 3

If you've a mind to play, — I am in- clined to play —

Dm7 3 A13 Ab13 G13 Em11 Ebm11 Dm9 G9+5

Wan-na play lost and found? — Well, then here I am —

on the lam, —

The first system of music shows a vocal line with a melodic phrase and a piano accompaniment. The piano part features a bass line with eighth notes and chords in the right hand. There are triplets marked with a '3' in the piano accompaniment.

F#m7 B9 Emaj9 C#m7 F#m7 B9 3

This is the kind of game you play to win — and now you've found me — in your

The second system continues the melody and accompaniment. Chord symbols are placed above the vocal line. The piano accompaniment includes triplets and various chordal textures.

Emaj9 Am9 C/D D7 Gmaj7 Em7

bed. And though the rule - book says to turn me in, —

The third system features a change in the piano accompaniment, with more sustained chords and a steady bass line. The vocal line continues with the lyrics.

Am7 C/D Gmaj7 G6 C#m7 F#7-9

why don't I turn you on in - stead? Teas - ing lips, —

The final system on the page shows the continuation of the musical piece. The piano accompaniment has a more active bass line with triplets. The vocal line concludes with a melodic flourish.

Bmaj9 Bm7 E7-9 Amaj7

pleas ing thighs

8va loco

Dm7 G9+5 Cmaj A7-9 Dm7 G9+5

eas y on pri vate eyes

C C7-9 +5 C7 F#m7 Fm7 F6 C6/E Ab7/Eb

If you're not cel-i-bate, we could raise hell a bit

Dm7 Gbm7 F9 Em9 F9 Fb9 Eb9

Why don't you call my bluff

D9

Fmaj7/G G13

Em7

A7-9

D9

Cmaj7/F G13

4,

Don't re - sist, — you won't know what you've missed...

Bbmaj7/C

C9

F#m7-5

Fm6

Em7

A7-9

You'll nev-er tame me but — you can claim me at the

Dm9

G13

Cmaj9

C6 Cmaj9 C6 Cmaj9 C6

lost and found

Dm9

G11

D9 C9

Gb13 F13

D7 D9(maj7)

C6

8va - 1